AMENDMENTS TO THE CLAIMS

1. (Previously Presented) A casino gaming system, comprising:

at least one gaming machine configured to determine an outcome of a game;

a gaming server including a plurality of private keys and configured to receive a request to initiate game play on a gaming machine from a remote machine; and

a network bus configured to interconnect said at least one gaming machine and said gaming server, said network bus used to transmit information between said at least one gaming machine and said gaming server,

said gaming server configured to transmit at least one of said plurality of private keys over said network bus to said at least one gaming machine, said at least one gaming machine is further configured to use said at least one of said plurality of private keys to encrypt said information and wherein said at least one gaming machine is further configured to transmit said encrypted information over said network bus to said remote machine.

2. (Previously Presented) The casino gaming system, as claimed in claim 1, wherein said plurality of private keys are symmetric keys.

3. (Previously Presented) The casino gaming system, as claimed in claim 2, wherein said symmetric keys are session keys.

4. (Original) The casino gaming system, as claimed in claim 2, wherein said symmetric keys comprise Data Encryption Standard (DES) algorithms.

5. (Original) The casino gaming system, as claimed in claim 2, wherein said symmetric keys comprise triple Data Encryption Standard (triple-DES) algorithms.

6. (Canceled)

7. (Canceled)

8. (Canceled)

9. (Original) The casino gaming system, as claimed in claim 1, wherein said gaming server is interconnected to an outside network.

10. (Currently Amended) The casino gaming system, as claimed in claim ~~7~~ 9, wherein said outside network is the Internet.

11. (Previously Presented) The casino gaming system, as claimed in claim 1, wherein each of said plurality of private keys includes a time stamp, said time stamp indicating a period of time for which each of said plurality of private keys is used.

12. (Previously Presented) The casino gaming system, as claimed in claim 1, wherein said gaming server further comprises a random number generator that generates said plurality of private keys.

13. (Previously Presented) The casino gaming system, as claimed in claim 1, said gaming server further comprising:

an encryption algorithm, said gaming server using said encryption algorithm to encrypt said at least one of said plurality of private keys,

said gaming server transmitting said encrypted at least one of said plurality of - private keys over said network bus to said at least one gaming machine.

14. (Original) The casino gaming system, as claimed in claim 1 , wherein said encrypted information is transmitted over said network bus to another of said at least one gaming machines.

15. (Original) The casino gaming system, as claimed in claim 1, wherein said encrypted information is transmitted over said network bus to said gaming server.

16. (Previously Presented) The casino gaming system, as claimed in claim 1, further comprising:

an outside network connected to said gaming server; and

a remote machine connected to said outside network wherein said encrypted information is transmitted over said network bus and said outside network to said remote machine.

17. (Previously Presented) A casino gaming system, comprising:

a plurality of gaming machines configured to determine an outcome of a game;

a gaming server configured to determine an outcome of a game, said gaming server comprising:

a plurality of private keys, each of said plurality of private keys including a time stamp, said time stamp indicating a period of time for which each of said plurality of private keys is used;

a random number generator that generates said plurality of private keys; and

an encryption algorithm;

a network bus interconnecting said plurality of gaming machines and said gaming server, said network bus used to transmit information between said plurality of gaming machines and said gaming server,

said gaming server using said encryption algorithm to encrypt at least one of said plurality of private keys,

said gaming server transmitting said at least one of said plurality of private keys over said network bus to at least one of said plurality of gaming machines where said key is decrypted, said at least one of said plurality of gaming machines using said at least one of said plurality of private keys to encrypt said information,

said at least one of said plurality of gaming machines transmitting said encrypted information over said network bus to a remote machine.

18. (Canceled)

19. (Canceled)

20. (Canceled)

21. (Canceled)

22. (Original) The casino gaming system, as claimed in claim 17, wherein said encrypted information is transmitted over said network bus to another of said plurality of gaming machines.

23. (Original) The casino gaming system, as claimed in claim 17, wherein said encrypted information is transmitted over said network bus to said gaming server.

24. (Previously Presented) The casino gaming system, as claimed in claim 17, further comprising:

an outside network connected to said gaming server; and

a remote machine connected to said outside network wherein said encrypted information is transmitted over said network bus and said outside network to said remote machine.

25. (Previously Presented) A method for communicating information using a casino gaming system having at least one gaming machine and a gaming server, said method comprising:

receiving a request on said gaming server from a remote machine to initiate game play on said at least one gaming machine;

establishing a first communication link between said at least one gaming machine and said gaming server;

first transmitting at least one of a plurality of private keys stored at said gaming server over said first communication link from said gaming server to said at least one gaming machine;

encrypting information sent from said at least one gaming machine using said at least one of said plurality private keys;

determining an outcome of said game play on said at least one gaming machine;

second transmitting said encrypted information over said first communication link from said at least one gaming machine to said remote machine;

receiving encrypted information from said remote machine; and

decrypting said received encrypted information using said at least one of said plurality of private keys.

26. (Canceled)

27. (Canceled)

28. (Canceled)

29. (Canceled)

30. (Original) The method, as claimed in claim 25, further comprising the step of:

connecting said gaming server to an outside network.

31. (Original) The method, as claimed in claim 30, wherein said outside network comprises the Internet.

32. (Previously Presented) The method, as claimed in claim 25, further comprising the step of:

randomly generating said plurality of private keys at said gaming server.

33. (Previously Presented) The method, as claimed in claim 25, further comprising the steps of:

encrypting each of said plurality of private keys transmitted from said gaming server to said at least one gaming machine.

34. (Original) The method, as claimed in claim 25, wherein said step of second transmitting further comprises transmitting said encrypted information over said first communication link to another of said at least one gaming machine, and

wherein said step of decrypting further comprises decrypting said received encrypted information at said another of said at least one gaming machine.

35. (Original) The method, as claimed in claim 25, wherein said step of transmitting further comprises second transmitting said encrypted information over said first communication link to said gaming server, and

wherein said step of decrypting further comprises decrypting said received encrypted information at said gaming server.

36. (Previously Presented) The method, as claimed in claim 25, further comprising the step of:

establishing a second communication link between said gaming server and a remote machine.

37. (Previously Presented) The method, as claimed in claim 36, wherein said step of transmitting further comprises transmitting said encrypted information over said first communication link and said second communication link to said remote machine, and

wherein said step of decrypting further comprises decrypting said received encrypted information at said remote machine.

38. (Previously Presented) A casino gaming system for communicating information using asymmetric key pairs that includes a private key and a public key, said casino gaming system comprising:

a plurality of gaming machines, each configured to determine an outcome of a game of game play and provide said outcome to a remote machine;

a certificate authority server including a memory storing at least a plurality of said public keys and at least a plurality of private keys of said asymmetric key pairs;

a network bus interconnecting said plurality of gaming machines and said certificate authority server,

said certificate authority server transmitting at least one of said plurality of public keys and at least one of said plurality of private keys over said network bus to at least one of said plurality of gaming machines wherein said certificate authority server signs said at least one of said plurality of public keys transmitted over said network bus,

said at least one of said plurality of gaming machines using said at least one of said plurality of said private keys to encrypt information,

said at least one of said plurality of gaming machines transmitting said encrypted information over said network bus to said remote machine.

39. (Original) The casino gaming system, as claimed in claim 38, wherein each of said plurality of gaming machines validates said at least one of said signed plurality of public keys received from said network bus.

40. (Original) The casino gaming system, as claimed in claim 38, wherein said certificate authority server is connected to an outside network.

41. (Original) The casino gaming system, as claimed in claim 40, wherein said outside network comprises the Internet.

42. (Original) The casino gaming system, as claimed in claim 38, wherein said encrypted information is transmitted over said network bus to another of said at least one gaming machines.

43. (Original) The casino gaming system, as claimed in claim 38, wherein said encrypted information is transmitted over said network bus to said gaming server.

44. (Previously Presented) The casino gaming system, as claimed in claim 38, further comprising:

an outside network connected to said gaming server; and

a remote machine connected to said outside network wherein said encrypted information is transmitted over said network bus and said outside network to said remote machine.

45. (Original) The casino gaming system, as claimed in claim 38, wherein said network bus is connected to at least one gaming server,

said certificate authority server transmitting at least one of said plurality of said public keys to said at least one gaming server,

said gaming server encrypts information using said at least one of said plurality of said public keys,

said gaming server transmits said encrypted information over said network bus.

46. (Original) The casino gaming system, as claimed in claim 38, wherein said certificate authority server comprises a random number generator for generating said plurality of said asymmetric key pairs.

47. (Original) The casino gaming system, as claimed in claim 38, wherein each of said asymmetric key pairs includes a time stamp, said time stamp indicating a period of time for which said asymmetric key pairs are used.

48. (Original) The casino gaming system, as claimed in claim 38, wherein said network bus is connected to a plurality of other certificate authority servers, said certificate authority server transmitting at least one of said plurality of said public keys to said plurality of other certificate authority servers wherein said plurality of other certificate authority servers encrypts information using said at least one of said plurality of said public keys and transmits said encrypted information over said network bus.

49. (Previously Presented) A casino gaming system connected to at least one outside computer via an outside network, said casino gaming system comprising:

a gaming server;

a plurality of gaming machines located in a casino and configured to determine an outcome of a game,

wherein said gaming server is configured to receive a request to initiate game play on at least one of the gaming machines from said at least one outside computer and configured to provide at least one private encryption key to said at least one of the gaming machines, and wherein said at least one of the gaming machines is configured to use said at least one encryption key to communicate with said at least one outside computer;

a plurality of access switches, each one of said plurality of access switches individually connected to a different one of said plurality of gaming machines; and

a network bus connected to said gaming server and each of said plurality of access switches;

said outside network connected to said gaming server,

one of said plurality of access switches connecting one of said plurality of gaming machines and said outside computer over said outside network when said one of said plurality of gaming machines is idle, so as to enable a remote player of said outside computer to play said one of said plurality of gaming machines,

the other of said plurality of access switches disconnecting said outside computer from the other of said plurality of gaming machines.

50. (Original) The casino gaming system, as claimed in claim 49, wherein said outside network comprises the Internet.

51. (Original) The casino gaming system, as claimed in claim 49, further comprising:

a certificate authority server connected to said network bus, said certificate authority server including a plurality of public keys of a plurality of asymmetric key pairs.

52. (Original) The casino gaming system, as claimed in claim 51, wherein said outside computer acquires one of said plurality of public keys from said certificate authority server via said outside network and said network bus, said outside computer using said one of said plurality of public keys to encrypt information transmitted to said one of said plurality of gaming machines over said outside network and said network bus.

53. (Original) The casino gaming system, as claimed in claim 49, wherein information communicated between said outside computer and said one of said plurality of gaming machines over said outside network and said network bus is encrypted using asymmetric key pairs.

54. (Original) The casino gaming system, as claimed in claim 49, wherein information communicated between said outside computer and said one of said plurality of gaming machines over said outside network and said network bus is encrypted using symmetric keys.

55. (Previously Presented) A casino gaming system connected to at least one outside computer via an outside network, said casino gaming system comprising:

a gaming server;

a plurality of gaming machines and configured to determine an outcome of a game,

wherein said gaming server is configured to receive a request to initiate game play on at least one of the gaming machines from said at least one outside computer and configured to provide at least one private encryption key to said at least one of the gaming machines, and wherein said at least one of the gaming machines is configured to use said at least one encryption key to communicate with said at least one outside computer;

a plurality of access switches, each one of said plurality of access switches individually connected to a different one of said plurality of gaming machines; and

a network bus connected to said gaming server and each of said plurality of access switches;

said outside network connected to said gaming server,

one of said plurality of access switches connecting one of said plurality of gaming machines and said outside computer over said outside network, so as to enable a remote player of said outside computer to play said one of said plurality of gaming machines,

the other of said plurality of access switches disconnecting said outside computer from the other of said plurality of gaming machines.

56. (Original) The casino gaming system, as claimed in claim 55, wherein said gaming machines are located in a casino.

57. (Original) The casino gaming system, as claimed in claim 55 wherein said one of said plurality of access switches provides said communication link when said one of said plurality of gaming machines is idle.

58. (Previously Presented) A method for communicating with a plurality of gaming machines in a casino, said plurality of gaming machines connected to a gaming server, said method comprising:

receiving on a gaming server a request from an outside network for an identified one of said plurality of gaming machines, said request initiated by a remote player;

providing ~~an~~ at least one private encryption key to said identified one of said plurality of gaming machines;

determining the outcome of a game on said identified one of said plurality of gaming machines;

transmitting data encrypted using said encryption key from said identified one of said plurality of gaming machines over a secured communication link between said outside network and said identified one of said plurality of gaming machines when said identified one of said plurality of gaming machines is idle, so as to enable the remote player to play a casino game at said identified one of said plurality of gaming machines; and

delivering to said outside network a gaming machine unavailable message when said identified one of said plurality of gaming machines is in use.

59. (Previously Presented) The method, as claimed in claim 58, wherein said step of receiving a request further comprising:

entering player identification information; and

providing said entered player identification information to a database.

60. (Previously Presented) The method, as claimed in claim 59, wherein said step of providing said entered player identification information further comprises ~~the steps of~~:

comparing said entered player identification information to said database; and

providing said secured communication link between said outside network and said identified one of said plurality of gaming machines if said entered identification information matches an entry in said database.

61. (Previously presented) The method, as claimed in claim 59, wherein said entered player identification information is credit card information.

62. (Previously presented) The method, as claimed in claim 58, further comprising the steps of:

documenting information about the remote player.

63. (Previously presented) The method, as claimed in claim 62, wherein said documented information comprises information about the remote player.

64. (Previously presented) The method, as claimed in claim 62, wherein said documented information comprises a time for which the remote player plays said one of said plurality of gaming machines.

65. (Previously presented) The method, as claimed in claim 62, wherein said documented information comprises a location from which the remote player is playing.

66. (Previously presented) The method, as claimed in claim 62, wherein said documented information comprises an amount the remote player has wagered.

67. (Previously presented) The method, as claimed in claim 58, wherein said outside network comprises the Internet.

68. (Previously Presented) A method for communicating with a plurality of gaming machines, said plurality of gaming machines connected to a gaming server, said method comprising:

receiving a request from an outside network for an identified one of said plurality of gaming machines, said request initiated by a remote player;

providing at least one private encryption key to said identified one of said plurality of gaming machines;

determining the outcome of a game on said identified one of said plurality of gaming machines;

transmitting data encrypted using said encryption key from said identified one of said plurality of gaming machines over a secured communication link between said outside network and said identified one of said plurality of gaming machines, so as to enable the remote player to play a casino game at said identified one of said plurality of gaming machines; and

delivering to said outside network a gaming machine unavailable message when said identified one of said plurality of gaming machines is in use.

69. (Previously presented) The method, as claimed in claim 68, wherein said plurality of gaming machines are located in a casino.

70. (Previously presented) The method as claimed in claim 69, wherein said step of providing a secured communication link provides said secured communication link when said identified one of said plurality of gaming machines is idle.